INSIDE IMAGE

MAY 1993
ISSUE #3

DOOM'S IV™

Image™

ROB LIEFELD • MARK PACELLA

JUNE '93

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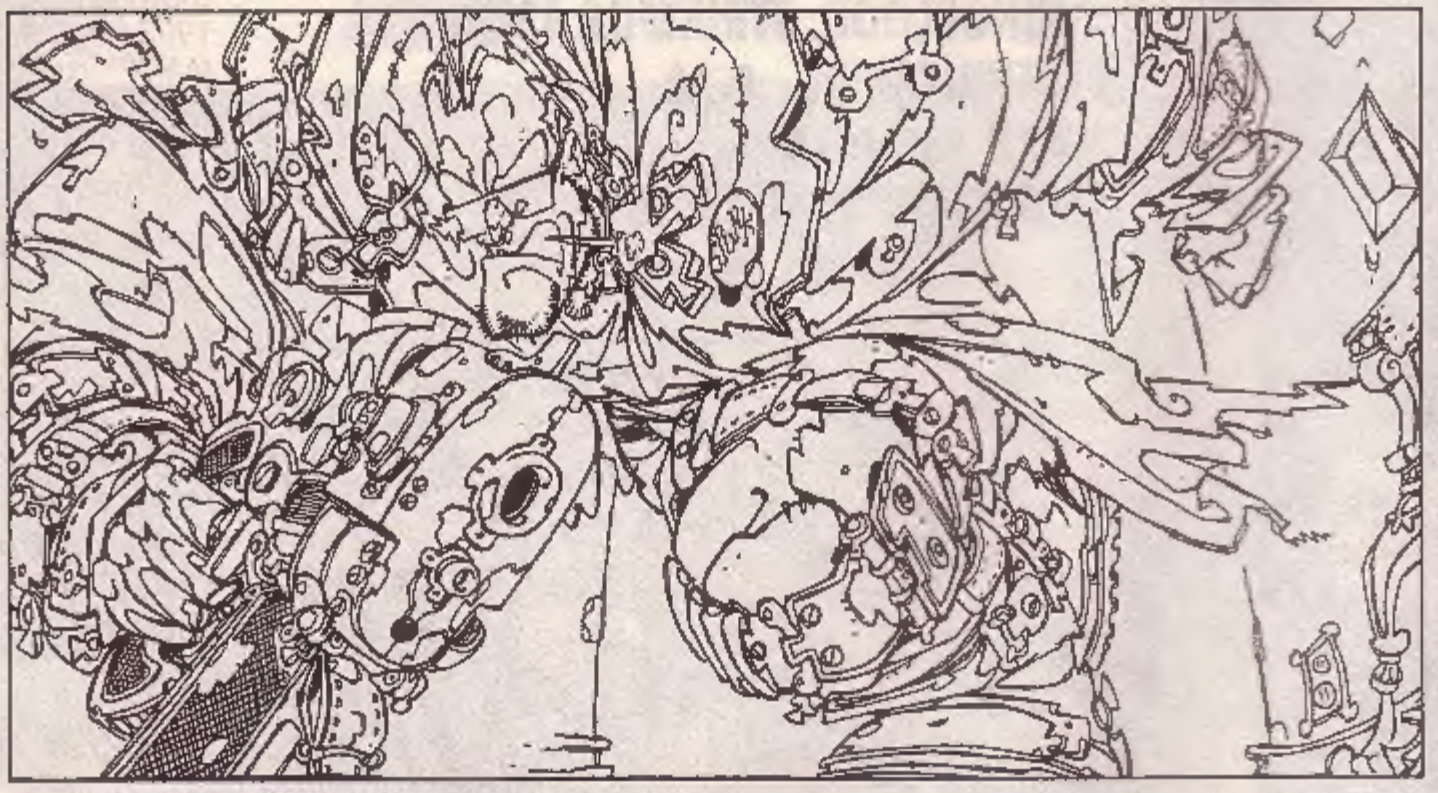
DOWN IN THE TRENCHES.

INTERVIEW CONDUCTED BY BILL (BUD) SHAKESPEARE.



BEING AN INFORMAL CHAT WITH KEITH GIFFEN ABOUT VARIOUS AND SUNDRY.

INSIDE IMAGE: Let's start at the beginning, how did you get into comics?

KEITH: The usual. I knocked on doors, annoyed receptionists, and just did anything I could to get my portfolio into the right hands.

INSIDE IMAGE: And your first job?

KEITH: The Sword In The Star, a back-up strip in one of Marvels' black and white magazines. Landing that assignment was a classic example of being in the right place at the right time. Seems the artist pegged for that job was too busy to handle it right then, so they were looking for a replacement... and there I was.

INSIDE IMAGE: So you started off at Marvel.

KEITH: Yeah, but I messed up pretty bad, so I wound up at D.C. and promptly messed up there too. Blew myself right out of the business, I wound up selling vacuum cleaners door to door and re-possessing stuff... rough times.

INSIDE IMAGE: How did you get back into the field again?

KEITH: I took a long shot and called Joe Orlando up at D.C. I figured, what the hell, the worst he can do is hang up on me. Lucky for me Joe believed in second chances. D.C. started cautiously feeding me assignments and the rest, as they say, is history.

INSIDE IMAGE: You've pretty much worked exclusively for D.C.?

KEITH: Close to eleven years, with a few side trips. Good years for the most part.

INSIDE IMAGE: And now you're at Image. Care to go into why?

KEITH: You're kidding, right? Just consider what Image stands for! Complete control over all aspects of your creation! The real question isn't why I came over to Image; it's what took me so damned long!

INSIDE IMAGE: Okay then, what DID take you so long?

KEITH: Inertia, brand loyalty, I really don't know. God knows Al Gordon and Erik and Todd and Jim Valentino all tried their damndest to get me to see the light, but... You see? I really

haven't figured that one out for myself. Hey, this can all be a little daunting, y'know? But I'm here now, and planning to stick around for the long haul.

INSIDE IMAGE: Let's talk about Trencher.

KEITH: 'bout time.

INSIDE IMAGE: What can you tell us about the character?

KEITH: Trencher differs from most other "super-heroes" in that he doesn't do what he does for any of the usual reasons. He's not into making the world a better place, nor is he looking for any kind of personal glory. He's just trying to do his job with minimum complication. Unfortunately for him, his job tends to breed the kinds of complications he'd just as soon avoid. Trencher is a repo-man, specializing in the reaquisition of souls that have been wrongly re-incarnated.. wrong body, wrong time period, it doesn't matter to him. He goes where he's despatched and uses any means necessary to re-po his target.

INSIDE IMAGE: Doesn't sound like a particularly pleasant job.

KEITH: It's not. Trencher considers it on par with lancing boils.

INSIDE IMAGE: Then why does he do it?

KEITH: Why does anyone stick with a job they hate? It's what he does, all he knows. we're talking a real blue collar mentality here.

INSIDE IMAGE: You're probably best known as the twisted mind behind D.C.'s Lobo, does Trencher "drink from the same well" so to speak?

KEITH: If you mean does Trencher have the same kind of over the top, anything goes attitude, hell yeah. I like to take the readers on a real loopy joy ride, and I think Trencher surpasses anything I've done to date. With characters like the Nasal Python, Cher Noble, and the Hurler showing up in the first couple of issues I think it safe to say that Trencher will be rad like nothing else on the market.

KEITH: Um huh, I'll be helping Jim Valentino launch his new Shadowhawk book, Images of Shadowhawk, which will guest star Trencher. I'll also be plotting a Superpatriot mini-series for Erik, as well as taking over the plotting of the Bloodstrike book as of issue #3.

INSIDE IMAGE: You like to keep busy, I take it.

KEITH: Yeah, I'm kinda compulsive about work.

INSIDE IMAGE: Anything else you'd like to touch base on before we wrap up?

KEITH: Lovern Kindzierski, Trenchers' ace color artist and letterer. I consider myself lucky that he had the time to add Trencher to his schedule. From what I've seen so far, he's doing a real kick ass job! and, oh yeah, the Trencher book ties in to the Wildstar book in what Al and I think is a really neat little twist. So get on out there and pick-up Wildstar. Trust me on this, you won't be disappointed.

INSIDE IMAGE: Did Al make you say that?

INSIDE IMAGE: There are some other Image projects in your future, is that right?

KEITH: He gave me twenty bucks.

HILARY BARTA

INTERVIEW BY STEVEN DARNALL

INSIDE IMAGE: I guess the first question is the obvious one: How did Stupid come to be?

HILARY: Well, let's see... I think it all started back in 1941...(laughs) I met with the Image guys at the Chicago convention last year, and they said "Hilary, why don't you do something for us?" and I said "No way." Then I got home and thought about it for a while and said "Way." (laughter) "I can make a lot of money doing this, and I can do what I want, and I can own it." When I went to San Diego, I told them I'd like to do it and they gave me the OK, and then it was just sitting down with Doug, who's been my partner for the last couple years, and we started work on our first issue.

"RIGHT NOW, I'M PUTTING 100% INTO STUPID, AND IT SHOWS. WHEN PEOPLE READ THIS, THEY'LL SAY, 'THIS IS 100% STUPID!' "

INSIDE IMAGE: Perhaps we should point out that neither you nor Doug are novices in this field. It's not as though you've hooked up with a total unknown.

DOUG: We've been working together ad hoc since the mid-80's, and it's been working out pretty well...

HILARY: We are the ad hoc hacks (laughs.)

INSIDE IMAGE: You guys have each worked for other companies. I would think that there's a big difference between working for Image and working for the other big companies.

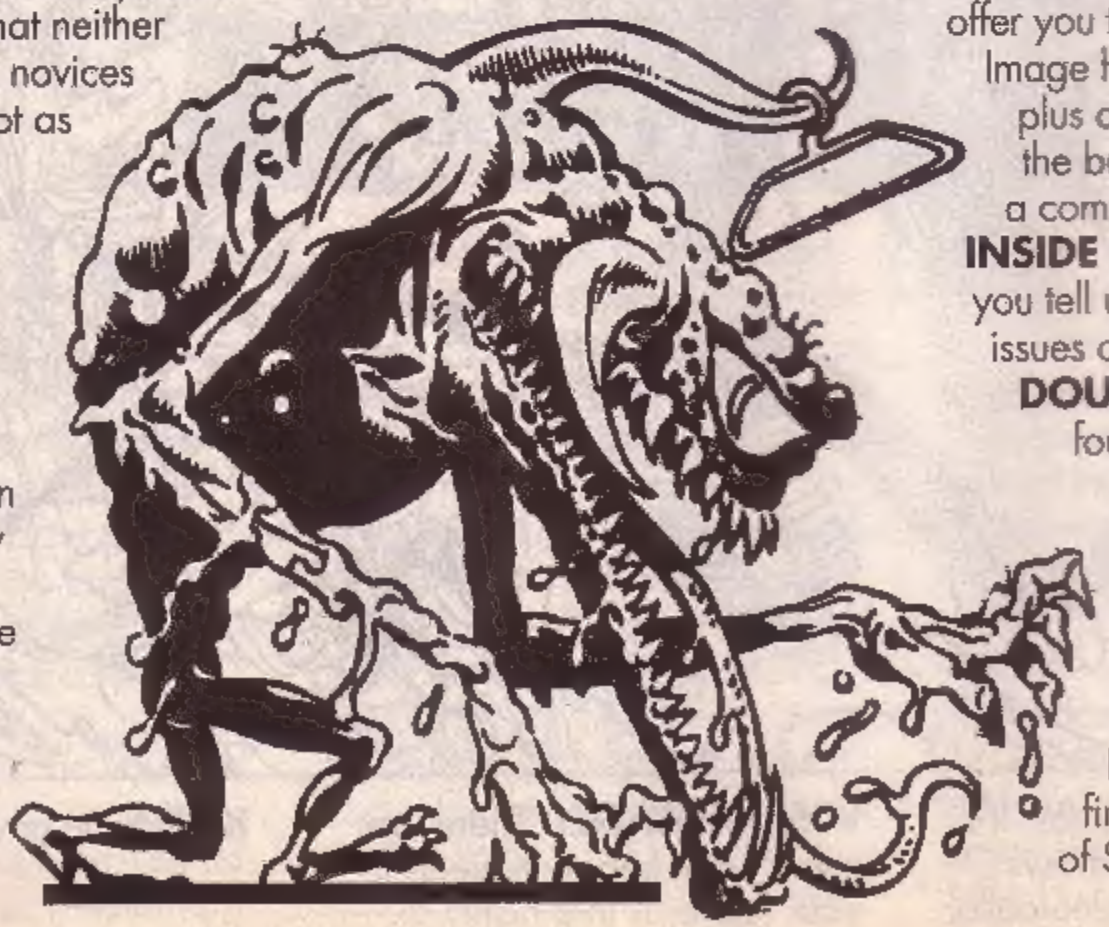
DOUG: You have nothing to lose but your chains, to coin a phrase.

HILARY: The main thing about working for Image is that you're not working for Image. You're working on your own project at Image. You are part of a loose association of people, and it's a company that is run almost as an anti-company, which can cause some occasional communication problems. The good side of it is that you can do exactly what you want, your way, and put it out as a comic, and they slap the Image "i" on it, and it's an Image book. It really gives you total freedom. Other companies offer you total freedom, but Image has total freedom, plus a very high profile in the business. It's really a combination.

INSIDE IMAGE: What can you tell us about these first issues of Stupid?

DOUG: Just read the first four issues of Spawn, and then think funny. There have been other Spawn parodies, but ours is going to be the definite funny one.

HILARY: This is the first approved parody of Spawn.



INSIDE IMAGE: So it's going to be pretty toothless, is that what you're telling me?
HILARY: That's right. Lots of kissing Spawn's bahoonie.
INSIDE IMAGE: You make fun of a few other things in this story besides Spawn: comic book collectors, network television...
HILARY: Well, we hold comic book collectors sacred here... (laughter) In fact, this entire issue is dedicated to the fan.
DOUG: You have to remember that comic book collectors are part of the Image formula. They are necessary in terms of marketing strategies, story strategies...they're really kind of a silent partner of the Image process, and to include them in a story is perfectly natural.
HILARY: So, of course, we rip 'em to shreds in the first issue.(derisive laughter)
INSIDE IMAGE: It's more good-natured joshing from the team of Barta and Rice...
DOUG: "They bag'em and we gag 'em."
INSIDE IMAGE: What do you nice young men have planned down the line for Stupid?
HILARY: Well, the second issue will feature a parody of The Savage Dragon, and there'll be a back-up story featuring characters created by Doug and I, that we've been looking forward to doing for a long time now. I think the big news about the second issue is that there will be a special full-color, 3-D edition, which will be the first time that 3-D has been done with this full process computer color, and it really looks stunning. Ray Zone will be handling the separations, he'll be working with Steve Oliff, and I'm real excited about that.
INSIDE IMAGE: And you heard it here first, fellas and gals!
DOUG: We're letting you in on a little bit of history.
INSIDE IMAGE: Do you guys see Stupid as a book you'll be sticking to for awhile?
HILARY: Well, the thing I like about Stupid is that it's a relatively loose format. The title isn't tied in to any particular character, so we will continue to do parodies of various Image characters and books (as soon as they come out), and we'll also be able to do some original stories and characters as we come up with them. I foresee doing this 'til I'm about 90, and we should have at least three issues out by then.(laughs)
INSIDE IMAGE: Do either of you see yourself taking outside projects down the line?
HILARY: No! This is all I can do. Right now, I'm putting 100% into Stupid, and it shows. When people read this, they'll say, "This is 100% Stupid!"

SHADOWHAWK

An Interview with Jim Valentino

BY HANK KANALZ

INSIDE IMAGE: Is there any truth to the rumors that there will be a second Shadowhawk mini-series?

JIM VALENTINO: Yeah! Shadowhawk II will be a mini-series with three issues. The way I currently see Shadowhawk is not conducive to an ongoing series. There will be a series of mini-series — there are five of them planned so far. The first one was sub-titled " Out of the Shadows" (which happens to be the name of the trade paperback!). The second one is sub-titled "The Secret Revealed." In it, Shadowhawk is going to take off the mask.

INSIDE IMAGE: Are you being pressured by fans to do this?

JIM: No. Actually, they run 50/50 on the subject. Some want to know, others don't.

The reason I'm doing this now is that it fits into the storyline very well. I also believe we can go deeper inside the character's head and examine the psychology of why he does this. Plus, in August, we plan to release something called Images of Shadowhawk. It will be an on-going series by other people, and will deal with other creators' visions of the characters.

INSIDE IMAGE: Which creators will be involved with that series?

JIM: Well, we tentatively have scheduled Keith Griffen and Alan Grant, those fun guys who brought you Lobo. Then, we have scheduled a story written by Chris Wozniak, who's really turned into a great writer as well as being a great artist — and it's illustrated by the guy who would have originally done Shadowhawk, had it been a Marvel Comic... Mark Texiera! We're still working on the paperwork, but I'm fairly certain it's going to happen. And our third scheduled story arc will be by the creators of Faust — Tim Vigil and David Quinn!

INSIDE IMAGE: If you're going to reveal the identity in Shadowhawk II, then I assume that the other stories down the line will deal with his alter ego as well.

JIM: To one degree or another, there's still a lot about the character that we won't tell...like his "secret origin," where he got the costume, and if he made it, his method of operations, and how he gets things

done — a lot of this remains unknown to the reader for now.

INSIDE IMAGE: You mentioned the revelation of Shadowhawk fits in with your storyline. Can you tell us a little about that?

JIM: There's a guy running around New York murdering people. Right now, he's called Hawk's Shadow, and it looks as if Shadowhawk is killing these people. There's a very dramatic moment in Shadowhawk II #2, when Shadowhawk reveals who he is, that will have...well, let's just say it will have maximum impact!

INSIDE IMAGE: Shadowhawk was very popular. Aside from the fact that his real identity was unknown, a lot of the heat generated came from cool cover enhancements. Do you plan on using them for II?

JIM: Oh boy, do we! Issue #1 features a blind-embossed die-cut cover It's the first time this has been done. The blind-embossing will be on the Shadowhawk figure, and all the silver parts of his costume will be die-cut out. Underneath the cover will be this highly reflective mirror-type process, which will feature a stunning version of the red-eyed helmet, against the black backdrop. We believe that it will be a more striking cover than that which appeared for Shadowhawk #1.

There won't be an actual cover enhancement for the second issue, but it is the issue where Shadowhawk reveals his identity. We'll also be producing a gold logo version that will be included with every 100 copies of the regular book purchased. It's the first time Shadowhawk has taken part in the gold logo program to thank retailers for their support.

"THE THIRD COVER...WILL BE THREE LENGTHS HIGH. SHADOWHAWK WILL BE LIFTING HIS MASK OFF, SO READERS CAN ACTUALLY ANIMATE SHADOWHAWK, AND PULL OFF HIS MASK."

The third cover, if we can pull it off, is destined to be one of the coolest covers ever. It will be the first cover to "pull up" not "pull out." Basically, it will be three lengths high. Shadowhawk will be lifting his mask off, so readers can actually animate Shadowhawk, and pull off his mask. We're trying to do inventive things with the covers that enhance the book, rather than gimmicks which force multiple purchases.

INSIDE IMAGE: Are any of the other characters returning to the book, or any guest stars from other Image books?

JIM: Yes. Vendetta will be back, along with her Regulators. I don't think that there'll be room for any Image Universe guest stars in the second series! In #3, we'll be introducing a new character named Slaughter.

INSIDE IMAGE: And who's inking the book?

JIM: Chance Wolf will be returning as inker. I really like the luster he adds to the art, and readers seem to like it as well. We've got enough of a head start, so that we'll keep on schedule, knock on wood.

INSIDE IMAGE: Shadowhawk II will be on a six week schedule, though.

JIM: Right. We're not going to be monthly, but you're not going to have to wait a full two months, either!

INSIDE IMAGE: And what about "The Others" back-up feature?

JIM: It won't be a back-up in the second series — it will be mini-series penciled by a new talent, Isaac Cordova. We're going to wait until all three issues are in hand before soliciting it to insure that "The Others" comes out on time. We want to do our part in keeping Image on schedule for '93!

TRENCHER #1

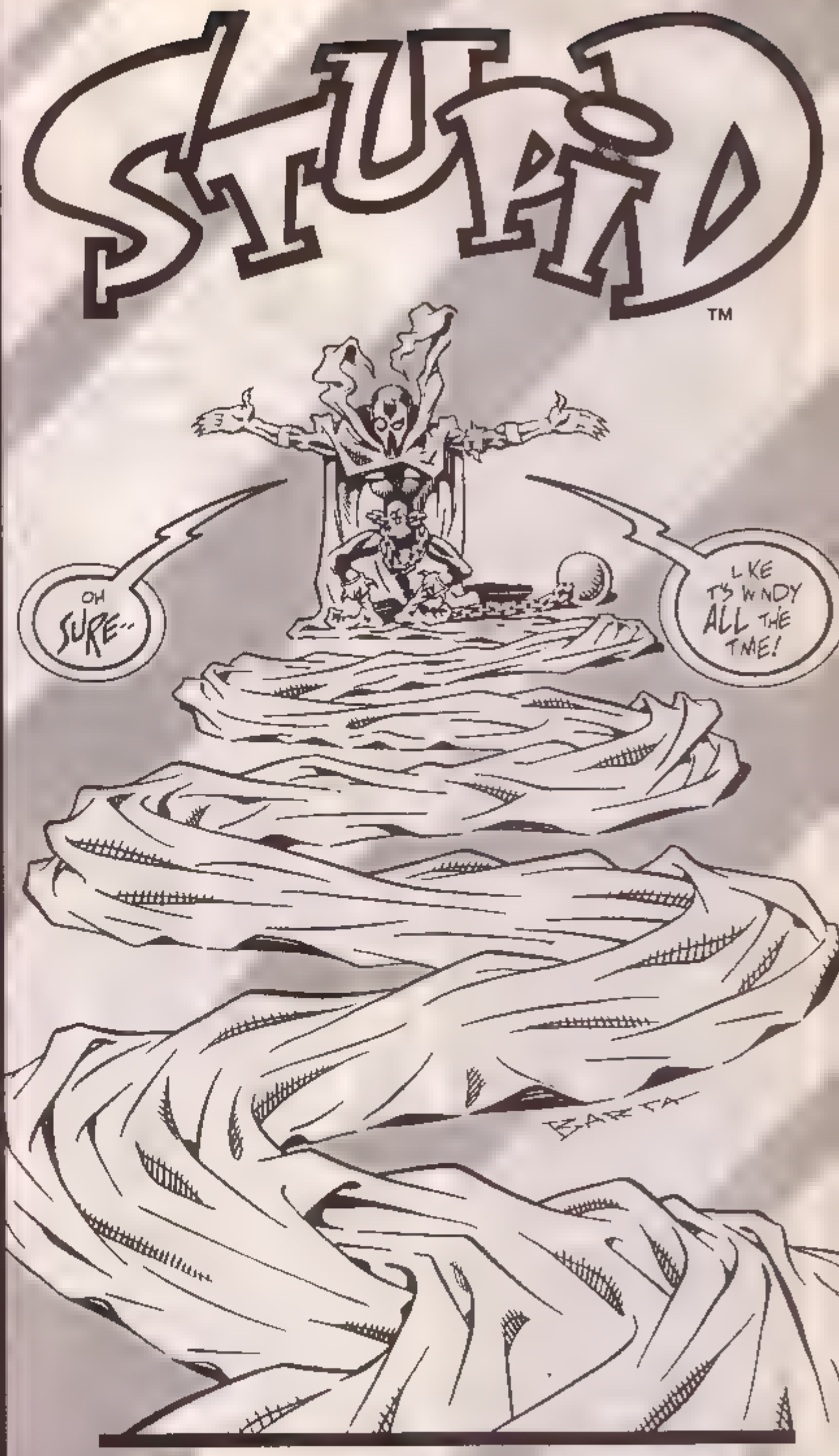
$1.95
Color.
Keith Giffen

Trencher is an all new on-going monthly series chronicling the over-the-top travails of one Gideon Trencher, working "stiff" extraordinaire. Trencher's job is to re-possess misplaced or errant re-incarnated souls... by any means necessary. Unfortunately for him, the advent of the super-human has tended to complicate what was already a pretty sucky job. Trencher... if not already dead, would kill himself.

STUPID #1

$1.95
Color
Hillary Barta/
Doug Rice

[illegible] the image comics line of blockbusters is [illegible] STUPID [illegible] STUPID, the veteran [illegible] Hillary Barta and Doug Rice [illegible] SPAWN. Future issues will feature the entire image pantheon of [illegible] whether they like it or not. Barta and Rice's PLASTIC MAN and WHAT THE–?! will round out each issue of their new quarterly. The wit and original pieces that they have been known for, as the right line and [illegible] image [illegible] with the adding in the high quality storytelling image comics has found STUPID [illegible] points of [illegible] anyway.

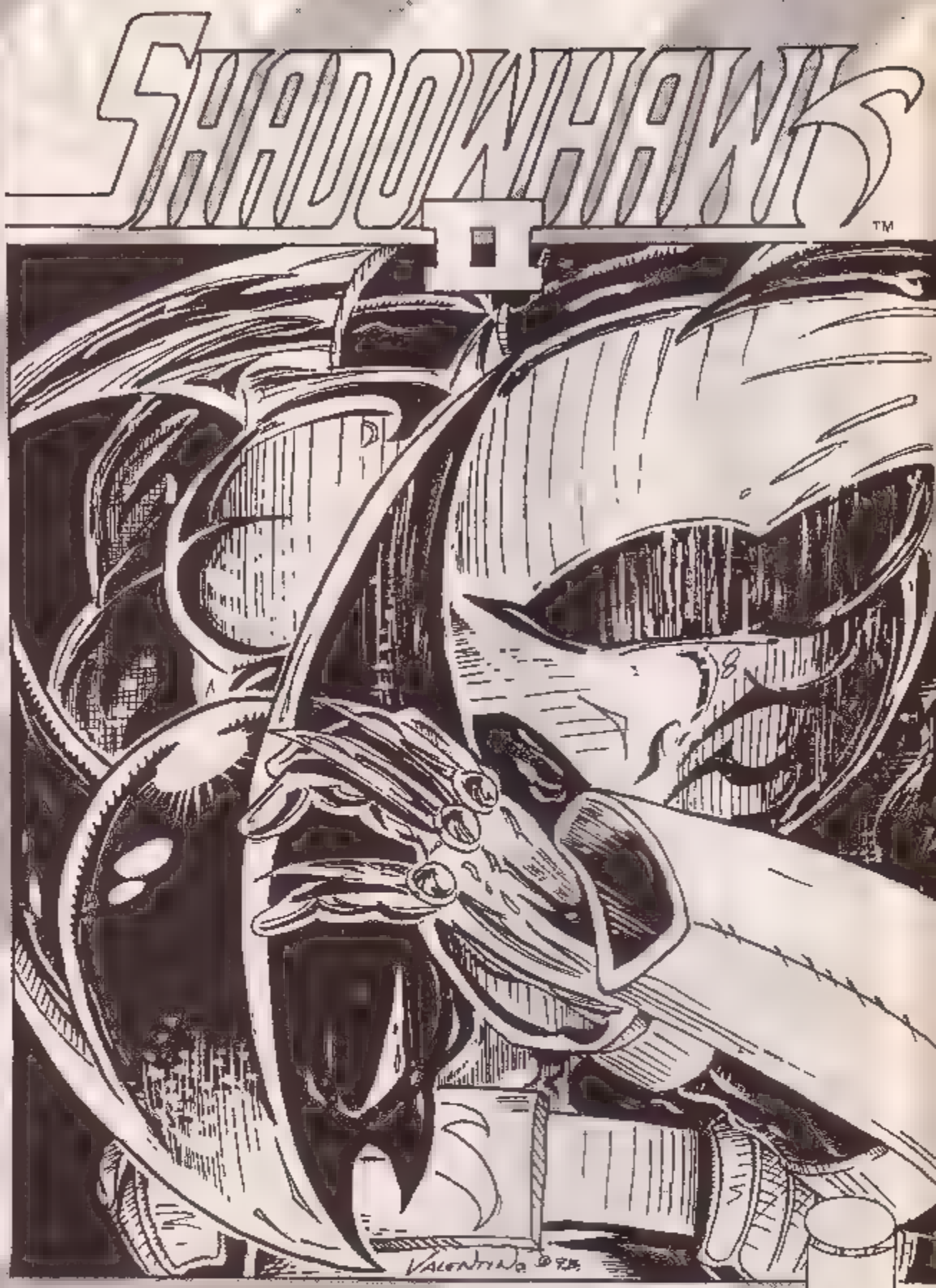


SHADOWHAWK II #1

$3.50

Color:
Jim Valentino/
Chance Wolf

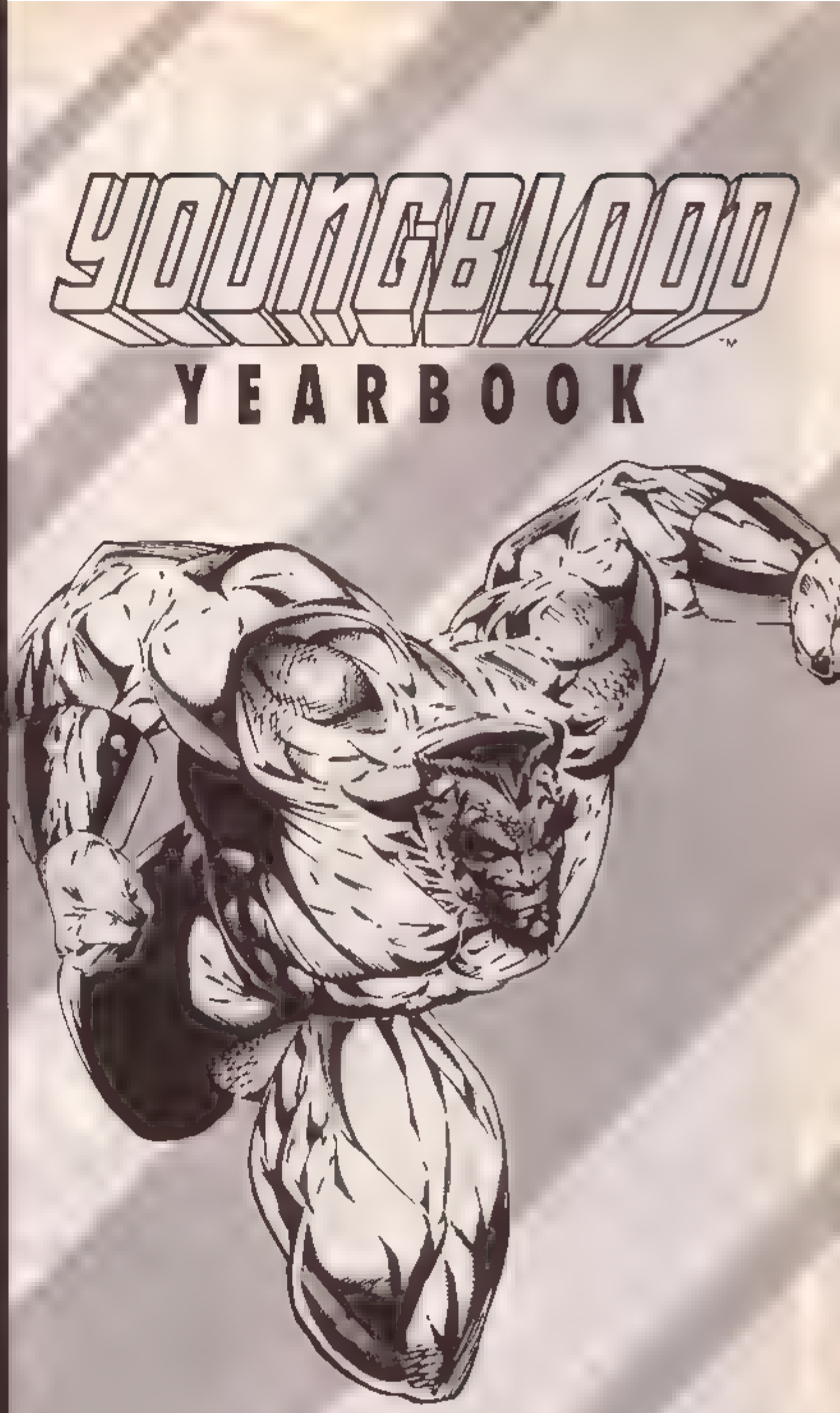
The police want him arrested! The criminals want him to join them! He can't imagine how all of them have misunderstood his mission. While he deals with VENDETTA and her band of super villains, a ShadowHawk "copy-cat" prowls the city! And if that wasn't bad enough the mayor has hired the world's greatest assassin, SLAUGHTER, to kill him!



YOUNGBLOOD YEARBOOK #1

$2.50
Color
Chap Yaep/
Eric Stephenson/
Norm Rapmund

Featuring a dynamic four page foldout YOUNGBLOOD YEARBOOK #1 follows the adventures of the **Youngblood Away Team** as they **investigate the disappearance of a CIA** remote team based in **Antarctica. What they** discover is a time-lost world within a world **ruled by the bloodthirsty Tyrax and his legion of cyborg barbarians. Plus, a Youngblood pin-up gallery including work by Kevin Maguire, Jason Pearson, Dusty** Abell and more.



SUPREME #7

$1.95
Color:
Rob Liefeld/
Brian Murray

In the wake of Supreme's battle with Khrome, Grizlock escapes from prison, forcing a weakened Supreme to seek the aid of the newly awakened Prophet as he prepares for the showdown with his greatest enemy.

YOUNGBLOOD: STRIKEFILE #3

$2.50
Color, (of 4)
Rob Liefeld/
Jae Lee/
George Perez

As Chapel's battle with Giger and Cybernet comes to a gripping conclusion, Diehard struggles to free the Super-Patriot from the clutches of Cyberdata. Featuring stories by Liefeld and artwork by Liefeld and Lee, the conclusion to the first two STRIKEFILE story-arcs is not to be missed!

DEATHBLOW #2

$2.50
Color:
Jim Lee

Issue #2 opens with a bang as Cray and the CIA special ops team dive into a war-torn Baghdad and blow away Saddam Kussein and his inner circle. Unfortunately, not everything is as it appears. As the Allies begin dropping the bombs on Baghdad, a dark and sinister force reaches out from deep in the Iraqi desert and sets into motion a series of cataclysmic events.

MAXX #3

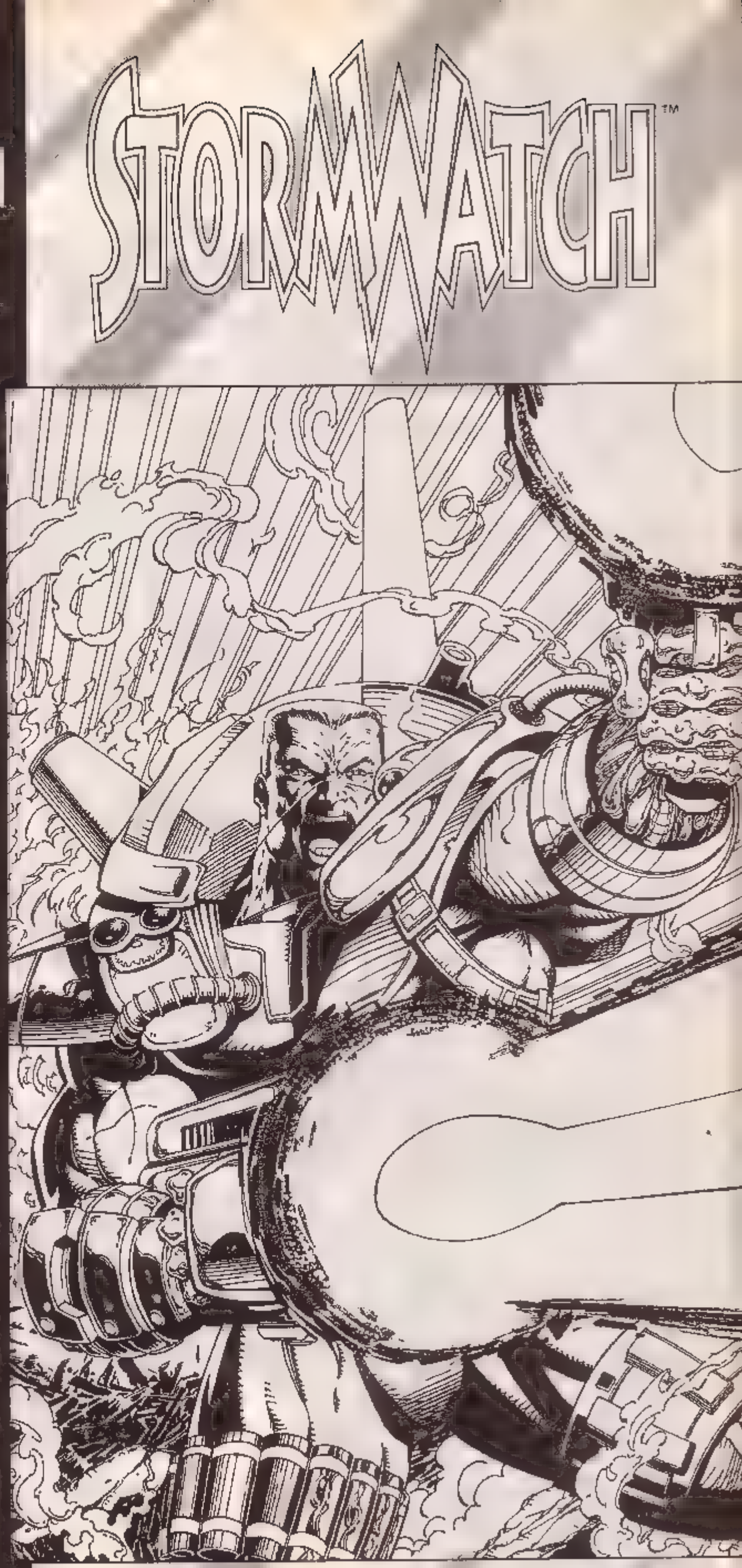
$1.95
Color
Sam Keith/Jim Sinclair

Maxx's battle with Mr. Gone takes him to the edges of his past, back to the grittiness of New York and who knows! Well, the book's not called Mr. Gone so get ready for an all-new Maxx series beginning in June.

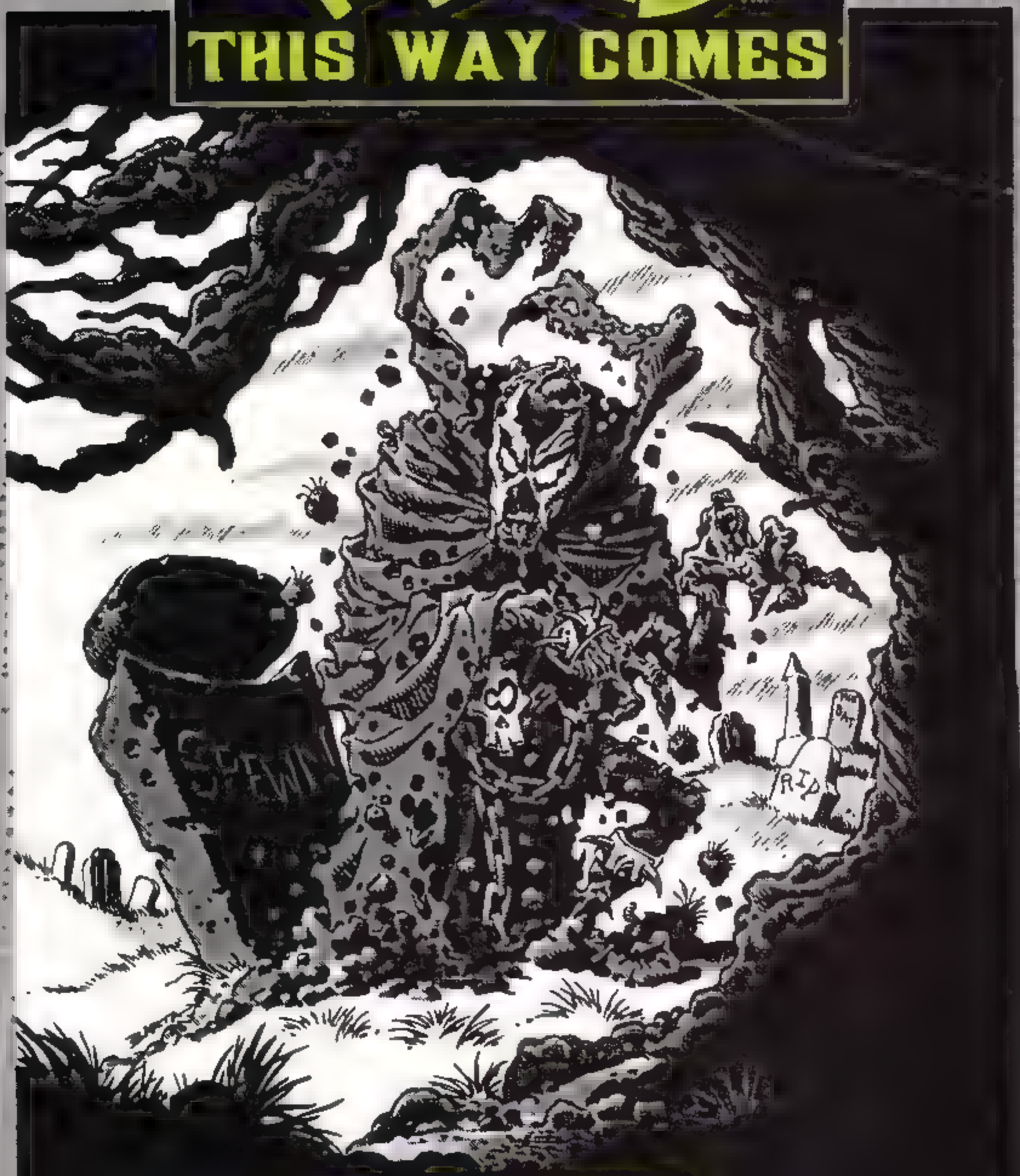
STORMWATCH #0

$2.50
Color:
Jim Lee/Scott Clark/Brett Booth/Trevor Scott

Don't miss the spectacular origin issue of StormWatch! The story begins on Day One as Battalion takes his first steps aboard the newly completed SkyWatch Station. As Battalions new life begins after graduating from the Academy, the glory days of the WarGuard come to a bitter end. Some of the old soldiers, however, refuse to fade away. There is a climactic battle for control of the SkyWatch Station and for the very survival of StormWatch itself! Each issue of StormWatch #0 will be polybagged and include a special StormWatch trading card drawn by regular series artist, Scott Clark!



SOMETHING STUPID™ THIS WAY COMES



BREAKING NEW GROUND FOR image COMICS

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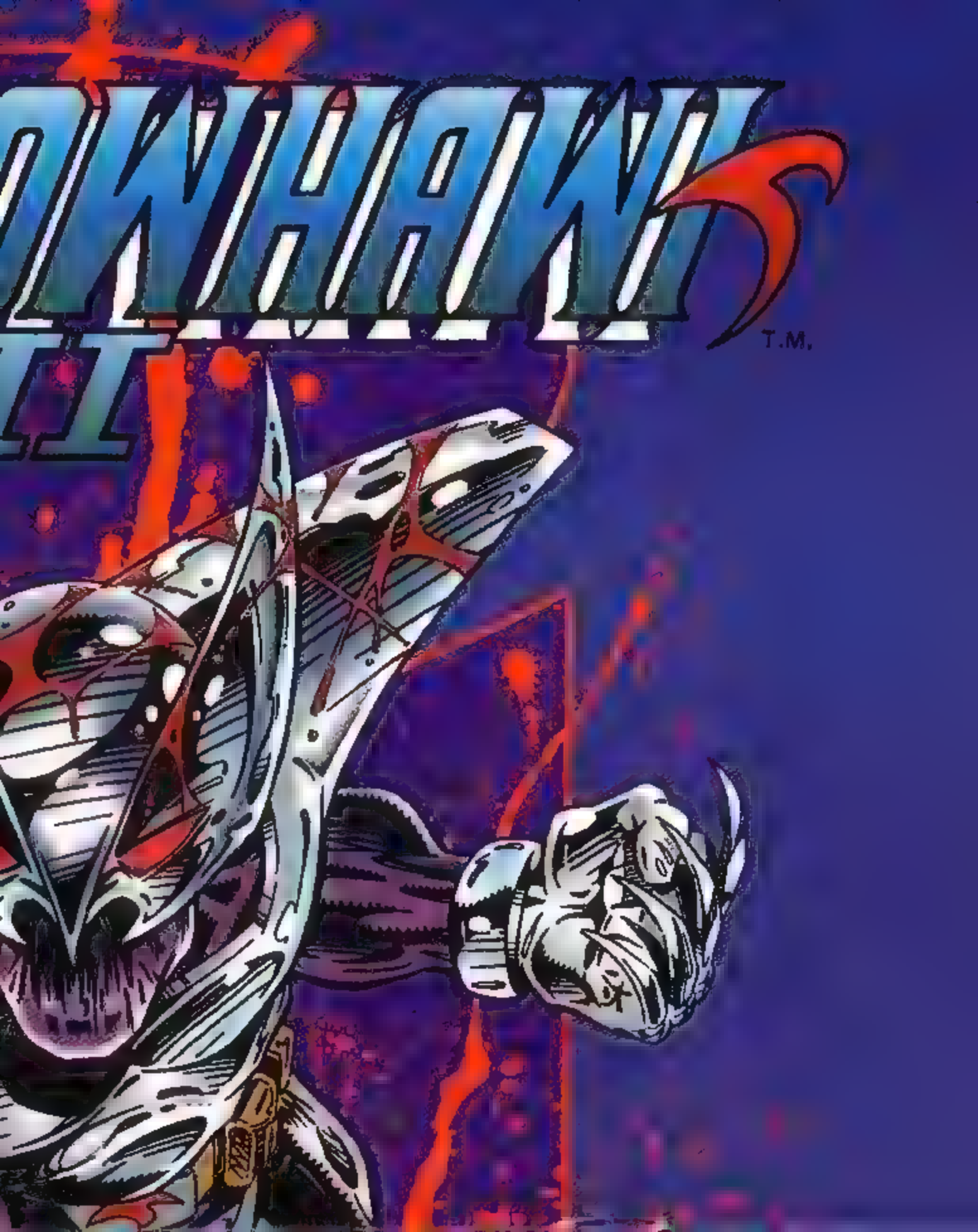
SHADOW


T.M.

THE SECRET REVEALED!
image
VALENTINO / WOLF

INSIDE IMAGE

MAY 1993
ISSUE #3

image

1 JUNE

$1.95 $2.35 Canada

THE SAVAGE DRAGON

It begins here, the birth of Image Comics latest and greatest super-team Freak Force.

He's back...and he's pissed!

INSIDE IMAGE

LETTER FROM THE PUBLISHER P. 2

STORY OF THE MONTH:
SHAMAN'S TEARS
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PHANTOM FORCE #2 P. 12
SPAWN #13 P. 13
SAVAGE DRAGON TPB P. 14
TRIBE #3 P. 15
1963 #2 P. 16

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DOT YOUR I AND CROSS YOUR T'S...

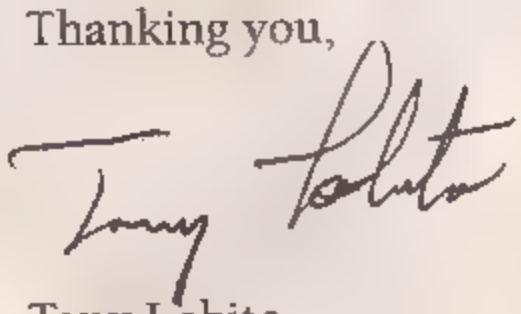
Hello again Image fans:

Well we did it again!!! Image made number two publisher for March and we owe it all to you. Thanks for your support. we hope you are *lovin'* our books. As time flies by, we are doing our best to catch up so that all of you can get your IMAGE "fix" This month, we have our largest line-up yet, with five **number one** titles such as SHADOWHAWK II, WILDCAT'S TRILOGY, STUPID, SHAMAN'S TEARS and TRENCHER. And this is just the beginning! For the rest of the year, we will have a full line-up ranging from 16 to 20 titles a month.

And, just in case you've heard any rumors about Image breaking up, that's a bunch of hooey! Let me explain the Image set-up. It's like a movie studio. Let's compare our structure to the opening credits at a movie First, you'll see the name of the production studio, which in our case is Image Comics. Following, are the names of the producer, the director, and the movie title. For example, Image Comics, in association with Shadowline Productions, presents a Jim Valentino production...directed by Alan Moore —1963 Image works with *Extreme Studios* (which is Rob Liefeld), *Homage Studios* (consisting of Jim Lee, Mark Silvestri & Wilce Potacio), *Shadowline Ink* and other independent studios such as *Todd McFarlane Inc.* and *Erik Larsen Inc.* All newcoming Image artists work directly with the various studios as directors.

Hope this clears things up for you.

Thanking you,

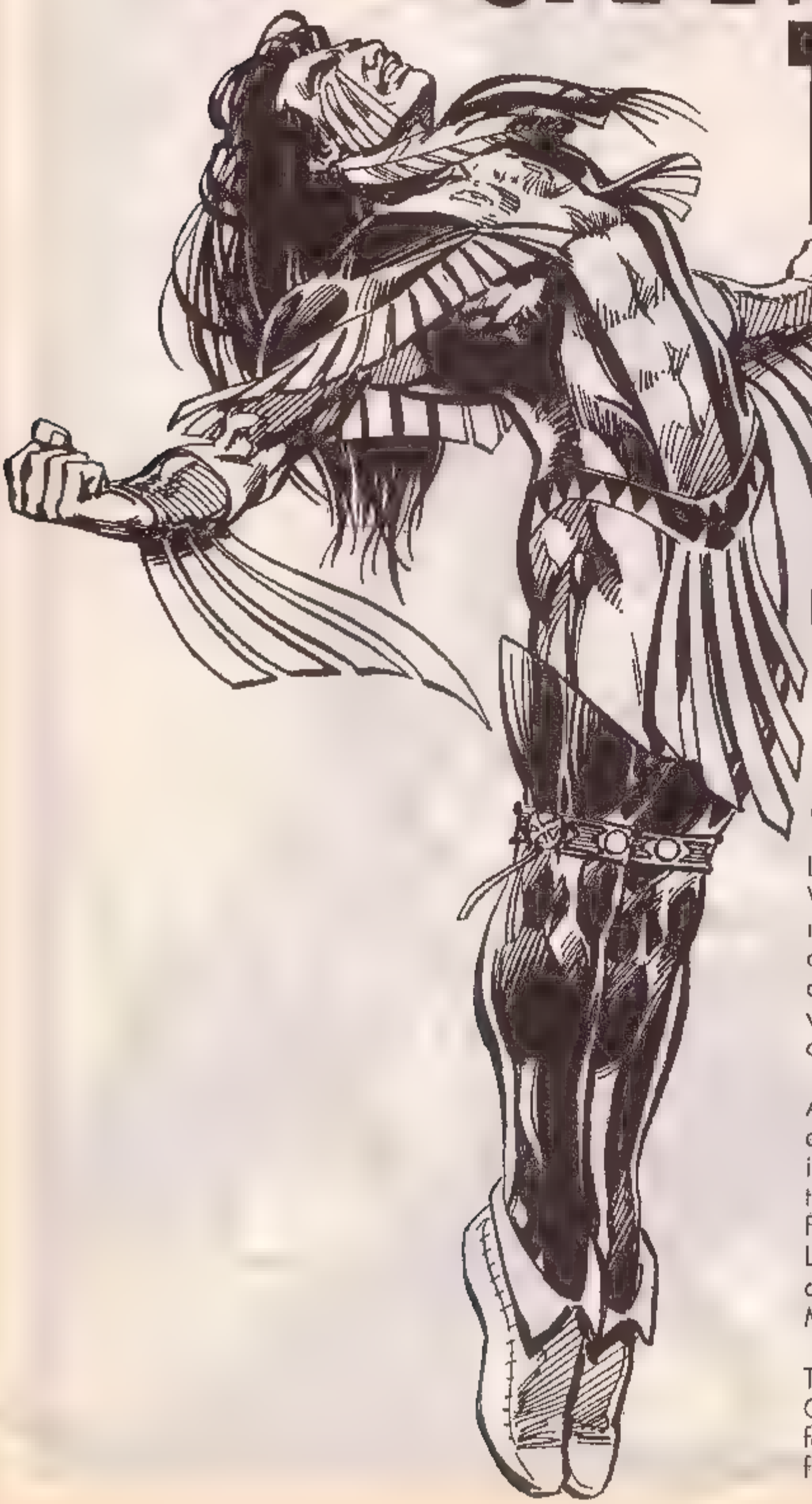


Tony Lobito
Publisher

MIKE GRELL UNLEASHED IN NEW

SHAMAN'S TEARS

MONTHLY



BY FRANKIE ABBOTT

Before Venom... before The X-Men..., before Superman got killed... What was among the best-selling series in comic book stores across the country? The Warlord, when it was written and drawn by Mike Grell.

Before Harbinger... before Lobo... before Dreadstar... What was among the best-selling series created for sale in comic book stores across the country? Jon Sable, Freelance, when it was written and drawn by Mike Grell.

What brought Green Arrow out of the dust-bins of comics history and made his re introductory adventure one of the best-selling "Prestige Format" series of all time? The Longbow Hunters, written and drawn by... you guessed it... Mike Grell

The man who helped make The Legion of Super-Heroes, Green Lantern, and Starslayer fan-favorites is back with his first brand-new creation in a

decade. It's called SHAMAN'S TEARS, and the good news, once again Mike is both writing and drawing the new monthly series.

And the best news is, under the auspices of Image Comics and freed at last from the bureaucratic trappings of his previous publishers, Mike Grell can do the type of comic book he always wanted to do. At long last, SHAMAN'S TEARS is Mike Grell — unleashed!

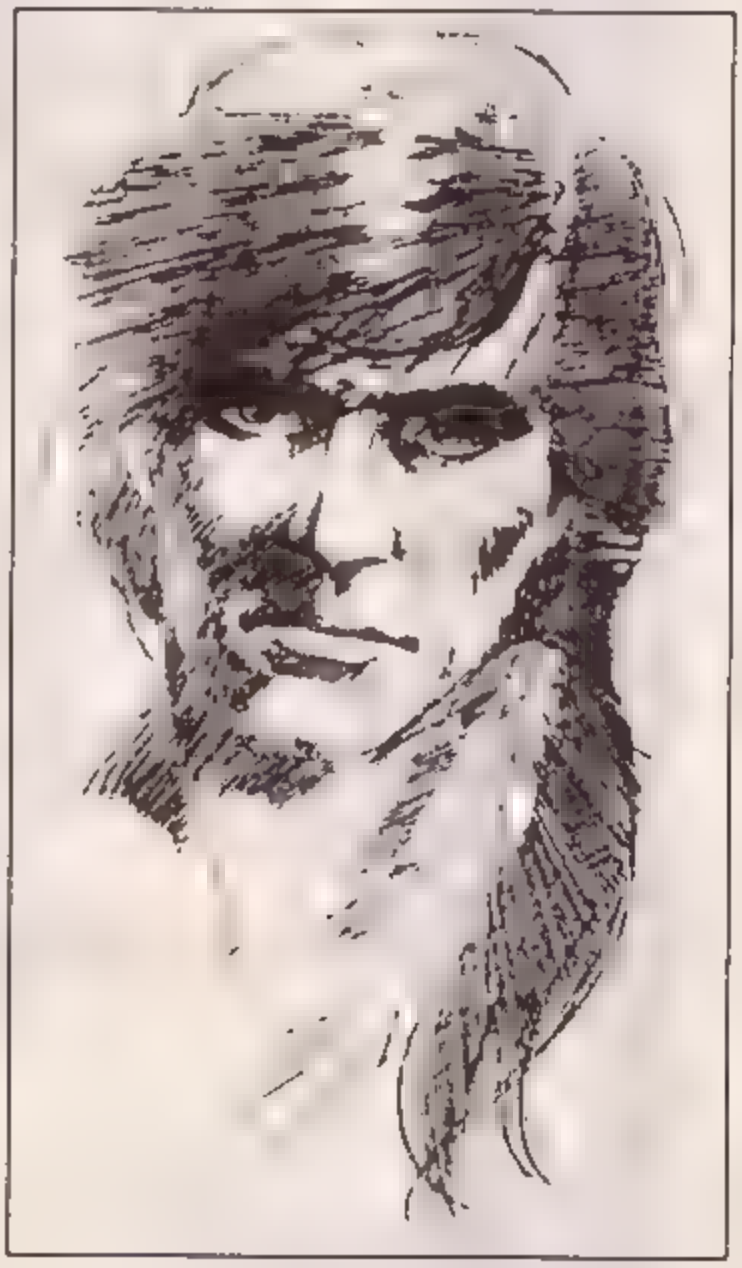
SHAMAN'S TEARS is the story of Joshua Brand, a young man of Sioux/Irish heritage who, as a debt of honor, must confront the Native American side of his past. After repeated failed attempts at receiving this education, Brand comes under the tutelage of the reservation's medicine man, who helps him open his mind and his heart to the task.

Chosen for the sacred Sun Dance ceremony, Brand incurs the wrath of several young full-blooded members of the tribe. During his ordeal, he experiences a vision of the Earth Spirit, who tells him he will be the warrior healer endowed with the powers of the animals and the elements, capable of drawing upon the very life-force of the Earth itself. All this does not make Brand a pleasant person.

Denying his destiny, Joshua Brand is forced to confront the light of day when he encounters the demihuman minions of a vastly profitable paramilitary corporation whose genetic experimentations have created a team of characters called Bar Sinister, a legion of beings that are both mankind's greatest threat... and its only chance at salvation

SHAMAN'S TEARS is a lavishly illustrated, gritty new series that is not for the weak-of-heart. The first issue will feature a special lacquered double cover that will highlight the most arresting heroic icon since Joe Shuster's classic creation of 1938

The second issue of SHAMAN'S TEARS will sport a ground-breaking two sided fold-out cover, with each side being eight times the size of a traditional comic book cover!



Joining Mike on SHAMAN'S TEARS will be colorist Joe Chiodo, the fan-favorite color artist on Jim Lee's WildC.A.T.S., Mark Silvestri's Cyber Force, and Dale Keown's The Pitt. Steve Haynie will be lettering SHAMAN'S TEARS; Haynie and Grell have collaborated on many projects in the past, including the various Green Arrow titles and Jon Sable, Freelance.

Brian Snoddy will be joining Grell as art assistant, adding some of the lavish backgrounds and fine detail to SHAMAN'S TEARS. Snoddy has contributed to the promotional and interior art for various Batman Returns merchandising items and is the former senior advertising illustrator for Egghead Software. In his spare time, Brian builds medieval armor and weapons.

SHAMAN'S TEARS will be edited by Mike Gold, continuing a 17 year professional association with Mike Grell. Previously, Gold and Grell have collaborated on Starslayer, Jon Sable, Freelance, The Longbow Hunters, the forthcoming Swamp Angel series, and the various Green Arrow titles. In addition to chronicling the cutting adventures of Joshua Brand (with emphasis on the word cutting), SHAMAN'S TEARS will provide the framework for the forthcoming BAR SINISTER series, which will be spinning off from SHAMAN'S TEARS. Grell also has a third series in development which will focus on the recent activities of one of his most cunning creations.

Various ancillary activities already are taking shape around SHAMAN'S TEARS: a major movie production company has requested a first-look arrangement, and various merchandising arrangements are in negotiation.

SHAMAN'S TEARS #1 is scheduled to ship from Image Comics in May, 1993.

10 QUESTIONS

1 WHAT KIND OF HOURS DO YOU KEEP?

(Laughter) Real irregular—I work 16 hours a day, 7 days a week...

REALLY?

That's no lie.

YOU MUST GOOF OFF SOMEWHAT WHILE YOU'RE WORKING...

Yeah, a lot but I'm in my studio nonetheless. What do you eat while you're working? (Laughter) Ice cream and doritos. An occasional frozen pizza for dinner at 2 am accompanied by David Letterman— a sad commentary on the state of my life.

2 YET AT A RECENT NEW YORK CONVENTION, YOU WERE REPORTEDLY MOBBED BY FANS CLAMORING FOR YOUR AUTOGRAPH. ANY COMMENTS ON YOUR NEWFOUND CELEBRITY STATUS?

It was certainly unexpected; most of the kids were there to see Rob (Liefeld)...

THAT'S VERY MODEST OF YOU.

Well, it was the first time for me where there was a swarm of fans and security guards—cops with guns and everything—ready to blow people away if they grabbed too many gold Supremes. It was difficult to walk around and I did get asked for a signature in the can. Well, that's the new badge of courage, or rather celebrity, these days. A signature while on the loo. I felt like Mickey Mouse at Disneyland, taking photos with kids for their grateful mothers.

3 HOW MUCH INK DO YOU GO THROUGH A MONTH? YOU SEEM TO, UM, SPILL A LOT.

That's a nice way of putting it (chuckles). I go through an industrial size vat of ink about once a month; it averages out to a bottle a week.

WHAT ARE YOUR TOOLS?

I use a Hunt's 102 crow quill; I've been experimenting with the brush and have used the razor blade for certain effects.

FOR JAE LEE

Inside Image recently called up Jae Lee at his gloomy, dark, rent-controlled, bullet-riddled Washington D.C. shanty to catch up on his latest projects. Jae's dark, demonic style has caught the eye of the public and has garnered both critical kudoes and fan adulation. Only 20 years old, the ever busy Lee took a breather from his pressing assignments to answer ten (or so) of this reporter's most burning questions.

A MINI INTERVIEW BY RUTH GRICE

4 WHAT'S YOUR NEXT PROJECT AFTER YOUNGBLOOD: STRIKEFILE?

Well, I'm doing the Wild C.A.T.S trilogy mini-series. It's a three part story focusing on the Grifter and Zealot. It's pretty much the origin of Zealot. Right now, I'm about halfway into it and it's pretty killer stuff! My best stuff yet

5 WHAT DO YOU THINK OF THE IMAGE PHENOMENON?

I think it's just fantastic, an extremely positive development. It's the most creator friendly company out there. Frankly, I'm still so new to the biz that I can't really compare the business today to the old days when it was just Marvel and D.C.

6 WHERE DO YOU SEE YOURSELF IN A YEAR? ANY POSSIBILITY FOR YOUR OWN IMAGE PROJECT?

Definitely, yes! I'm planning on doing my own Image book. I've got it all worked out but I'd still like to keep it under wraps until I make a formal announcement.

WILL YOU HANDLE THE WHOLE CREATIVE ENCHILADA?

I'm leaning toward doing everything myself right now— including going to the printers and pressing the stuff myself.

7 HOW ARE YOU HANDLING ALL THIS WORK—THE SUCCESS YOU'VE EXPERIENCED AT A RELATIVELY YOUNG AGE?

I feel like a 40 year old in a 20 year old body! Actually, with all the stress and the hours I work, I feel like a 40 year old in a 40 year old body (laughter). Sometimes, I think I'd rather be worrying about finals exams, dates, or something.

8 WHAT ARTISTS DO YOU ADMIRE?

Bill Sienkewicz, Simon Bisley, Kevin Nowlan.

ANY CONTEMPORARIES?

No, not really. Well, Joe Quesada because he's a friend (chuckle).

9 WHAT DO YOU HATE ABOUT COMICS RIGHT NOW?

Really bad stories and bad art—there's so much of it out there.

10 ARE YOU RELATED TO JIM LEE OR STAN LEE? I'VE HEARD RUMORS THAT YOU'RE A WOMAN AS WELL. WANT TO SET THE RECORD STRAIGHT?

*&^% everyone out there that says that (laughter)!

SHAMAN'S TEARS #1

$2.50
Color.
Mike Grell

Mike Grell's latest super-hero creation, SHAMAN'S TEARS debuts from Image Comics this month in a mind-shattering tale of an American's Rite of Passage from ordinary man to superhero extraordinaire. But can even the mightiest image hero stand up against the might of the dominion lords of [illegible] creation? From the creator of Jon Sable Freelance The Warlord and the man who rescued Green Arrow from obscurity pull off the bloodies and most heart-wrenching story of his career! SHAMAN'S TEARS #1 is now monthly written and drawn by Mike Grell! [illegible] May from Image Comics.

WILD C.A.T.S TRILOGY

$2.50
Color. (1 of 3)
Jim Lee/Brandon Choi/ Scott Williams

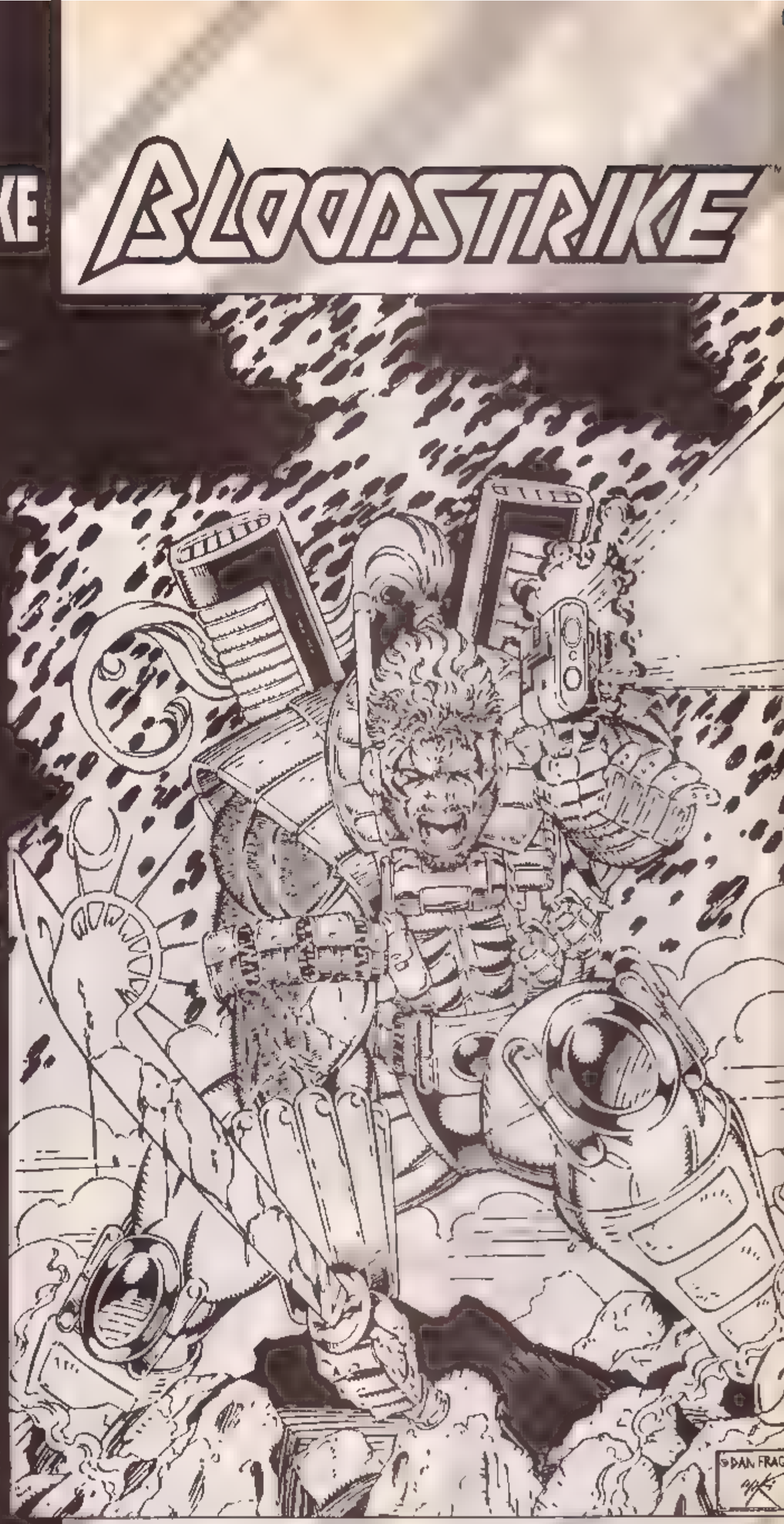
Emp, Void, Spartan, Voodoo, Warblade, Zealot and the Grifter. Together they are a secret band of Kherubim and Gifted Ones who are united in their mission to protect the Earth from the evil of the Daemonites and their Cabal. They are the WILDC.A.T.S. In this three part story arc entitled "The Ties That Bind" fans will have the opportunity to learn more about the personal lives of the WILDC.A.T.S. as well as get a special peek at the secret past life of Zealot and her ties with the deadly Codex. Hot on the heels of the wildly successful mini-series The WILDC.A.T.S Trilogy promises to bring the fans more non-stop action/adventure from the powerful team of Gifted Ones led by Emp. This new three part story arc will bring to light the "Ties That Bind" the WILDC.A.T.S together. Fans of Zealot and the Grifter will get the opportunity to get a special insight into their favorite characters and their secret pasts. Rising superstar and fan favorite Jim Lee will be handling the artwork so the series is sure to look fantastic. The WILDC.A.T.S Trilogy is sure to attract fans of the Image Universe as well as the followers of Jim Lee's artwork.

BLOODSTRIKE #2

$1.95
Color,
Rob Liefeld/
Dan Fraga/
Danny Miki

Part 2 of the five-part **Blood Brothers** *storyline featuring* **Brigade!**

Having captured **Deathwok** and **Kaya**, Bloodstrike set out to hunt down the remaining members of **Brigade** before they can regroup for a counter-assault.



BRIGADE #2

$2.50
Color.
Marat Mychaels/
Eric Stephenson/
Norm Rapmund
Mirricote cover by
Mychaels & Liefeld.

Part 3 of the five-part Blood Brothers storyline featuring Bloodstrike! The action kicks into high gear as Seahawk takes on Bloodstrike's Cabbot while Battlestone and Thermal continue to rebuild the team following last issue's shattering defeat!

PHANTOM FORCE #2

$1.95
Color. (of 3)
Kirby/Liefeld/
Larsen/Thibodeaux/
Giffen/Ordway/
Gordon
Cover by Kirby
& Liefeld.

The stage is set for action as a new member joins Phantom Force and is assigned the task of retrieving the antidote for the Black Virus plaguing the world. A government issue superandroid is all that stands between Gin Seng and the life-preserving vaccine, but if his tail—his girlfriend does. Featuring eight pages of pencils by Jack Kirby, plus inks by Rob Liefeld, Erik Larsen, Al Gordon, Jerry Ordway and Keith Giffen.

SPAWN #13

$1.95
Color.
Todd McFarlane

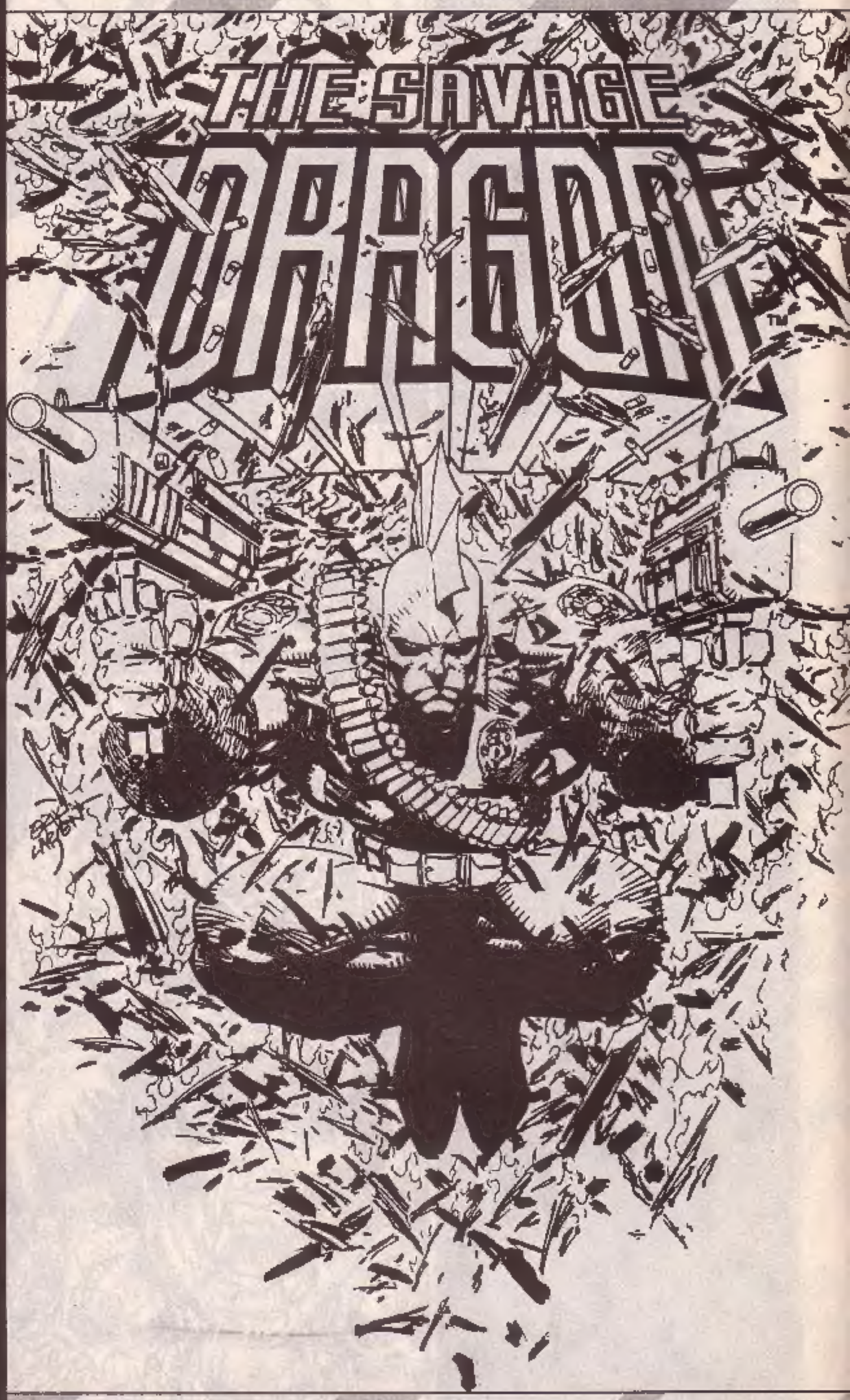
Spawn and his killer (Chapel from Youngblood's) square off in this battle that takes both heroes to the spot where Spawns alter ego was killed five years ago. Youngblood makes a short cameo as the answers to "who killed Spawn?" Come to a decisive conclusion to this tale that ties on with the new Youngblood: Strikefile book #1.

SAVAGE DRAGON TPB

$9.95
Color. (128 pages)
Erik Larsen

The explosive Savage Dragon mini-series is collected in one book along with the Dragon stuff from Operation Urban Storm and Image Comics #0. The stories are shuffled and run in chronological order. The Savage Dragon #1 has been re-separated by those coloring magicians at Olyoptics! 16 pages of all-new story and art have been added to this blockbuster, including a follow up to the shocker from Image #0! No Savage Dragon collection is complete without this book! Also included in this volume is an extensive sketch book section featuring the Savage Dragon and other characters (some appearing here for the first time!) that will soon be in the pages of the Dragon's upcoming monthly comic! The book will run all covers and pin ups from the mini-series and features an all new cover by creator Erik Larsen.

TRADE PAPERBACK



TRIBE #3

$2.50
Color.
Todd Johnson/
Larry Stroman

Europan pulls out the stops on TRIBE and sends in THE MANJI. And if that wasn't enough, ENTER PROVIDENCE.

1963 #2

$1.95
Color.
Alan Moore/Rick Veitch/Steve Bissette/ Jim Valentino/ Dave Gibbons

Wake up, America! The mysterious CARGO X has arrived at the New York City docks, and only THE FURY can save us when he pits his uncanny athletic prowess, flying discs, and mortal wits against the incredible menace it unleashes! In this fabulous FIRST ISSUE, the Fearless FURY faces the strange and terrifying villain, the VOID, and his destructive floating arsenal of futuristic weaponry! It's cover-to-cover action in the inimitable 1963 style!